

COBB COUNTY PARKS, RECREATION AND CULTURAL AFFAIRS

2008 Spring/Summer Kickball League Rules and Regulations

I. GAMES

- A. A combination of ASA coed softball and WAKA (World Adult Kickball Assoc.) rules shall be strictly adhered to unless contrary to the following rules and regulations.
- B. The official ball for the kickball league will be the Voit 10" playground ball. The Recreation Department will provide the balls for each game.
- C. A grace period of 10 minutes applies each weeknight to 6:30 games only. Game time is forfeit time, except for the aforementioned game times. If a team has 8 players at game time, it must begin the game. If a team has less than 8 players at game time, it must begin the game as soon as the 8th player arrives. After the grace period, a team failing to place 8 players **on the field** will forfeit the contest. If neither team meets the minimum players requirement, both will be credited with a loss. There will be up to four games per night at 6:45, 7:30, 8:15 and 9:00 p.m. on each field. The grace period is not considered to be a part of the game time. A team may drop to as few as 8 players and continue the game.
- D. Regulation games last **seven (7)** innings or 1 hour, whichever comes first. In the event of a tie, after 7 innings, the **international tie breaker** will be used. The last out in the previous inning will go to second to start each tied inning until a winner is determined. The scorekeeper or supervisor shall record the starting time of each game on the score sheet. Time will begin immediately after both managers meet with the umpires at home plate prior to the game. The time limit can end the game prior to the 5th inning.
- E. In the case of rain, **5** full innings will constitute an official game or **4 1/2** innings if the home team has the lead. In the case of rain with a game tied after 4 innings, the game will be resumed from the point when it was suspended. If the required number of innings has not been played, the game will be replayed from the start. Games delayed by rain for at least 30 minutes will be rescheduled if necessary based on the above criteria.
- F. In the case of light failure, equipment failure or serious injury causing a delay of at least 30 minutes, the game will be suspended and resumed at a later date from the point when it was interrupted. This will prevent succeeding games from running unreasonably late.
- G. Mercy Rule – the game will be stopped if a team is ahead by the following:
 - a. 15 runs after 4 innings
 - b. 10 runs after 5
- H. All players should wear similarly colored shirts. Uniforms should be numbered on the shirt or pants (this rule may not be used to protest the outcome of a game.). The umpires do not enforce this rule. A 2-week grace period will be in effect from opening day of the season. After that time, league coordinators may take action against teams that are non-compliant with the uniform rule.
- I. Umpires shall assure that only the players, scorer and/or manager sit on the team bench. It is the duty of the umpires and each manager to keep unauthorized persons off the playing field and the bench.

- J. If an argument continues for more than 1 minute, the umpire shall call "play ball." If the offending team refuses to play within 1 minute, the game may be forfeited to its opponent. Only the manager is authorized to address an umpire concerning a rule interpretation.
- K. Regulation cleats with rubber spikes, rubber-soled soccer shoes or tennis shoes are permissible footwear. No metal cleats, track shoes, golf shoes, work boots or football shoes may be worn. Players may not play barefoot. As for jewelry, players are allowed to wear only medical alert bracelets taped to the body, smooth wedding bands, post-type earrings and necklaces that are not visible.
- L. Teams can bat as many players as are in attendance at game time, with any 10 playing on defense at any one time. If additional players show up after the game has started, they **can be added to the bottom of the line-up**. If a team chooses to bat all its players, then an out will be charged if a player is injured or chooses to leave the game for another reason and no substitute is available. If a team chooses not to bat all its players, then the extra hitter rule will be in effect. Teams can have 11 hitters and can play any 10 of them on defense at any time. When making substitutes, the batting order must always remain the same.
- M. Lineups should be submitted to the scorekeeper 10 minutes prior to scheduled game time. A proper lineup consists of first and last names, and numbers. The supervisor on duty, not the umpires, is responsible for enforcing this rule. The supervisor can forfeit a game if a team deliberately withholds its lineup. The game clock will begin at the appropriate time whether a lineup has been submitted or not. If a team starts a game with 9 or more players and falls below that number at any time, it will be credited with an "out" each time a vacant slot comes to bat. A team that falls below 8 players will forfeit the game. **Any player listed on the line-up that is not available to bat for their turn in the line-up will be credited with an out.** If a team starts with less than 10 players, late-arriving players must be added at the end of the lineup.
- N. An appeal play can be made during any dead ball by any player on the field. All appeals can be made by addressing the umpire and explaining the appeal. All appeals must be made before the next live ball.
- O. To prevent injury and protect the defensive player who attempts to make a play on a base runner, the base runner will be called "out" if he remains on his feet and, in the umpire's judgment, crashes with great force into the defensive player who is holding the ball and waiting to apply a tag. If the act is judged to be flagrant, the offender will be ejected. A runner may slide into a defensive player. Contact between a base runner and a defensive player does not necessarily result in the base runner being called "out."
- P. Players are prohibited or coaches who are bleeding from further participation until the bleeding has been stopped. All teams are required to maintain a first-aid kit that contains supplies to stop, contain or cover bleeding. The umpires' judgment will be final as to whether further participation will be allowed.
- Q. 3 balls will result in a walk and 2 strikes will result in a strikeout. A foul on the 2nd strike is not an out.
- a.) A **strike** is a pitch within the strike zone either not kicked, or else missed by the kicker.
- b.) A **foul** is: 1) a kick landing out of bounds; 2) a kick landing in bounds but traveling out of bounds on its own before reaching first or third; 3) a kick attempt in front of home plate. (You must kick the ball on or behind home plate.) Three fouls constitutes an out.
- c.) A **ball** is: 1) a pitch outside the strike zone, 2) an illegal bouncy (see Rule II Q, a), 3) any fielder or pitcher advancing on home plate before it is kicked (see Rule II Q, c), 4) any catcher crossing home plate before the kicker or failing to field behind the kicker.

R. **Pitching/Catching**

- a) No bouncies. A pitch that is higher than one (1) foot at the plate, and called such, results in a ball.
- b) The pitcher must stay behind the pitching mound until the ball is kicked. Failure to do so results in a ball.
- c) No player may field in front of the pitcher other than the catcher, and no player may advance forward the 1st-3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a ball.

S. **Kicking**

- a) All kicks must be made by foot.
- b) All kicks must occur at or behind home plate. A kick made in front of home plate is called a foul. The kicker may step on home plate to kick, however no part of the planted foot maybe in front of or cross the front edge of the home plate.
- c) Bunting is allowed.

T. **Running**

- a) Neither leading off base nor stealing a base is allowed. A runner off the base when the ball is kicked is called out.
- b) Hitting a base runner is allowed **only** with an underhand or two-handed pass. Hitting a runner with the ball above shoulder level is **not** allowed. Any runner that is hit above the shoulders is safe and advances one (1) base. If a fielder intentionally hits a runner with an overhand throw he/she will automatically be ejected from that game. Unintentional contact with the runner will not result in an ejection (i.e.: an errant overhand throw to a base or fielder).
- c) If in the umpire's judgment, a runner intentionally uses the head to block the ball, the runner will be called out.
- d) Ghost men are not allowed

U. **Ball in Play**

- a) Once the pitcher has the ball in control and on the mound, the play ends.

V. **Playing Field**

- a) The distance between bases will be 60 feet. The pitching distance will be 42 feet.
- b) The strike zone extends to 1 foot on either side of home plate and 1 foot high.

W. **Exhibition games which are tied after 7 innings or game time has expired will be official.**

II. **SPECIAL COED RULES**

- A. A team must have a minimum of 4 women and 4 men to play the game. At no time can more

men than women **play on defense. If a woman is forced to leave the game, for any reason, an automatic out will be scored each time her position in the batting order comes to bat. All male players will continue to bat.**

- B. When a team is playing defense, there must be a man/woman combination in the pitching and catching positions at all times, regardless of the number of players (men or women). Two women must play infield positions, and two women must play in the outfield. If a team plays with eight players, a woman must pitch or catch. It must have at least one woman at an infield position and one woman in the outfield.
- C. Men and women must alternate in the batting order, unless more women than men are playing. In that case, women may bat back-to-back. In no case can men bat back-to-back. **Men are not considered to have batted back-to-back when an automatic out is taken between their at-bats.**
- D. If a male batter is walked, he is automatically awarded second base. The next female batter must kick unless there are two (2) outs. With two outs, she has the option either to accept a walk or bat.
- E. If a team starts with less than 10 players, late arrivals must be added according to Rule III-C.

III. ELIGIBILITY

- A. **All players must be 18 years old to be eligible.**
- B. When eligibility is in doubt, the burden of proof rests with the team whose player is in question.
 - 1. A case of a player participating under an assumed name MUST be handled on the spot. The opposing manager must bring this to the attention of the supervisor on duty before the last out of the game. The player under question must produce a picture I.D. or his team will forfeit the game and the player will be suspended for the remainder of the season.

EXCEPTION: The supervisor on duty may accept a non-photo I.D. if, in his/her judgment, extenuating circumstances exist.

- 2. In other cases where eligibility is in doubt (EXAMPLE: A player not on a team's roster or on two teams in the same division), the protest must be submitted in writing to the League Coordinator by 5 p.m. the next working day. The report must be accompanied by a \$25 protest fee (CHECK OR MONEY ORDER ONLY). If not reported by the deadline, the game will be considered official and cannot be contested.

Recreation Department staff will decide all cases of player eligibility. Teams found to have played an ineligible player(s) will forfeit the game, and the ineligible player will be suspended for the remainder of the season **(from ALL Cobb Recreation Department leagues).**

- C. Players may participate on one (1) kickball team only. If a player's eligibility is protested and he is found to be on more than one roster, the protested game will be forfeited. The player in question must then declare which roster he will officially remain on for the remainder of the season.

IV. PLAYING ROSTER

- A. Team rosters must be submitted to the League Coordinator before the start of the season. A team that fails to submit a roster automatically will have its games forfeited if an opponent protests the eligibility of its players.

- B. A team will not be allowed to carry more than 25 players on its roster at one time.
- C. For a player to change teams the manager of the player's original team must report to the League Coordinator and verbally release the player or the player may request from the League Coordinator his release. If a player requests a release to play for another team, he must be added to the roster of his new team. Teams will not be allowed to add an illegal/ineligible player to their roster.
- D. Any roster additions must be made **prior to game time of each teams' second (2nd) game of the second half**. The player/s must be present to be added to the team's roster at the field prior to game time. After the above deadline, no additions will be allowed without written permission from all managers in the league (a maximum of 4 players can be added). At no time will players be added after a game begins.
- E. Under no circumstances will players released from a team in any league be allowed to play with the same team again that season. **NOTE:** A player may change teams only once during the season.

V. PROTESTS

- A. A manager can protest an umpire's interpretation of the rules, provided the protest is made prior to the next official pitch. The protesting manager must make the supervisor/scorekeeper and umpire aware of the protest. The protesting manager must file a written report with the League Coordinator by 5 p.m. the next business day, along with the \$50 protest fee. (CHECK OR MONEY ORDER ONLY)
- B. Upon receiving the written protest and protest fee, the League Coordinator will determine the validity of the protest. If, in his judgment, the protest is valid due to a misinterpretation of the rules, he will call a meeting of the staff protest committee and address the protest. If the protest is upheld, the protest fee will be refunded.

VI. PLAYER CONDUCT

- A. Abusive profanity directed toward county representatives, players, umpires or spectators will not be allowed by players who are either on the bench or on the field. Offenders are subject to ejection from the playing area and the league.
- B. No smoking is allowed on the field or in the dugout.
- C. If a player or coach touches an umpire or county representative in anger, or threatens to do bodily harm, before, during or after a game, he will be barred from the league indefinitely. The length of the suspension will be determined by Cobb Recreation Department staff (**MINIMUM SUSPENSION IS FOR 1 CALENDAR YEAR IN ALL CCPRCAD ADULT ATHLETIC PROGRAMS**).
- D. Any player or coach ejected from a game may not play or coach at a minimum in his team's next 2 league games. A suspension must be served in the league in which it occurred. A player ejected for the second time during a season will be suspended for the remainder of that season. If a player or coach participates in a game while ineligible due to suspension, the game shall be declared a forfeit and the player or coach will be suspended for the remainder of the season. **NOTE: Scorekeepers are not required to notify said player prior to the start of the game concerning ejections. Failure to do so shall not affect a player's ejection for the season.**
- E. Fighting among players, coaches and spectators, or other conduct judged inappropriate by Recreation Department staff may result in ejection of the individuals or teams involved. If suspension is warranted, Recreation Department staff will determine the length of the suspension. (**MINIMUM SUSPENSION IS 2 ADDITIONAL GAMES**)

VII. THE SEASON

- A. The season will feature a complete double round-robin schedule. The season will be divided into 2 halves. At the end of the season, the first-half winner will play the second-half winner for the league championship (single-game playoff). The winning team will receive the championship trophy and t-shirts, and the losing team will receive the runner-up trophy. If a team wins both halves, there will be no playoff. That team will receive the championship trophy, and the team with the second-best overall record will win the runner-up trophy.

NOTE: A team entering the league in the second half will not be eligible for second-best overall record consideration. Partially filled leagues will play schedules to be determined by the League Coordinator. Rule VIII-A may not apply to partially filled leagues.

- B. If a team forfeits two games during the season, the Cobb Recreation Department reserves the right to drop that team from the league with no entry fee refund.
- C. **AFTER THE SCHEDULE IS COMPLETE, THERE WILL BE NO CHANGES. IT IS THE RESPONSIBILITY OF EACH MANAGER OR REPRESENTATIVE TO ATTEND THE MANAGERS' MEETING.**

NOTE: Teams or players playing in more than 1 league/sport must register for nights that don't conflict. Conflict requests of this type will not be accommodated.

- D. Rain-out games and playoff games will be scheduled based on available days (including Saturdays), not according to the specific days of the week on which participating teams may have played. All playoff games will be scheduled as soon as possible after the regular season ends.
- E. If a team cannot field enough players by game time to begin, the umpires must get the approval of the park supervisor or complex supervisor to forfeit the game.

VIII. PARK RULES

- A. Drinking of alcoholic beverages will not be tolerated. A player determined to be under the influence of intoxicants will be immediately removed from the playing area and suspended from the Cobb Recreation Department softball program for 1 year. Cobb County law prohibits possession of alcohol in the county parks system, including parking lots.
- B. Unattended or unleashed dogs are not allowed in the parks. Dogs are not allowed on athletic fields.

IX. RAINOUT PROCEDURE

The rainout procedure states that no games will be officially rained out until 3 p.m. It is the responsibility of each manager to call the appropriate rainout number after 3 p.m. The recording will tell you if it's a rain out and a make up date. If no decision has been made by 4:30 p.m., the field supervisor will make the decision at 6 p.m. at the field. (No staff members are at the fields between 4:30 and 6 p.m.)

RAINOUT NUMBER

Kennworth Park

(770) 528-8854

X. TIE-BREAKER

The following procedures will be used to determine the first-place finisher at the end of each half or to break ties for other places.

TWO-WAY TIE: If two teams are tied with identical records, the winner is the team that won the game when the two teams played in that half. If the teams split their games for that half, the team with the highest average run differential for that half will be declared the winner. If the teams remain tied after determining run differential, the team allowing the fewest runs will be declared the winner.

THREE-WAY OR MORE TIE: If three teams or more are tied, the winner will be determined by the most positive run differential average per game for that half, unless one team has defeated all the others during the half.

EXAMPLE	Team "A" wins:	18	17	9	23	14	
		12	11	3	18	13	
		+6	+6	+6	+5	+1	=+24
	Team "A" losses:	2					
		9					
		-7					
					Win Total	+24	
					Loss Total	-7	
					Total Run Differential	+17	
					+2.833 Average Runs Per Game		

If two of the teams still have the same average runs per game differential for that half, the winner will be the team that won the game played between the two teams during that half. If the teams split their games during that half, the team that gave up the fewest runs will win.

If the same team wins both halves of league play, the team with the next-best overall record will be awarded second place. A team moving from a lower classification at the half will not be eligible for the best overall record in the higher classification.

Forfeit games will be added into the run differential calculation as a 7-0 score, except when a disadvantage would occur to a winning team or an advantage would occur to a losing team.